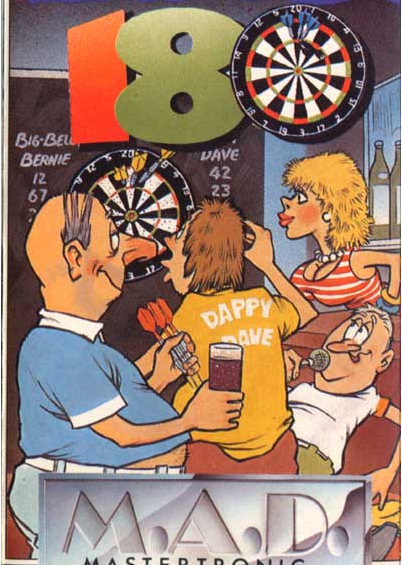
ATARI

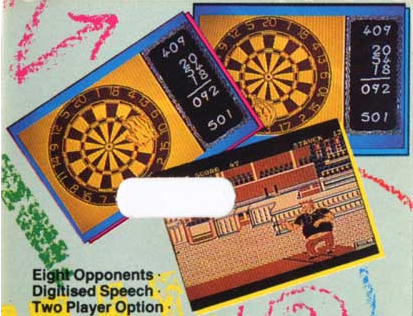
NEW XE · 800XL · 130XE



M.A.D.

MASTERTRONIC

ADDED·DIMENSION



Eight Opponents · Digitised Speech · Two Player Option · Live Joystick Control · Full Matchplay Scoring · A Sense of Humour · Superb Playability · What more is there in life? Buy it!!!

JOYSTICK ONLY

MANUFACTURED IN THE U.K.

5 012967 910082

ATARI 800/130

RECORDED ON BASF TAPE

IT 0203

THE GAME

You are now the proud owner of the one and only REAL darts game around. 180 has 8 different opponents waiting to take you on, in a two player option for when your friends want to join in and a practise game to help you win when they do!

Against the computer you'll play in a Championship knockout (coming in at quarter final stage) and to carry off the tournament you have to beat three opponents. The game selects who you'll play and in what order at random each time so that every game is different. Regardless of which of the 8 characters appear and when, they will get better as you progress towards the final. Each of the players has his own style of play, with "favourite" doubles and finishing technique. Working this out early in a match can often help you win through.

The practice game, which we suggest you try out first, is there to help you become more skilful at throwing the darts. There is (very) little luck in 180. To win you need to have a good eye and complete mastery of the throw. Practice is against the clock. You have to hit each number in sequence, from 20 down to 1, in a limited time. Easy it is *not*, but it *is* a lot of fun and *it* will develop your skills for the big match!

501 AND ALL THAT

The main game is "standard' matchplay darts, where the two players compete to see who can score 501 first, on a best out of three basis (called sets). You can throw at any part of the board you like (see diagram) but you must finish by hitting a double, ie. if you need 4 to win, you aim for double two, not single four. The bullseye in the centre of the board counts as "double 25" and is thus a legal finishing shot.

With the maximum possible score being the (infamous) 180 (three treble 20 hits) it follows that the highest number you can finish from is 170 (two treble 20, bullseye) and there are "preferred" (ie. easier) ways to score most of the possible winning combinations below that. To save you having to work them out in the middle of a game, we list here one such set of 'finishes'. There are, of course, alternatives to many of the suggestions, how most of the professionals play it is shown in the diagram opposite

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Made in Great Britain
Design: Words & Pictures Ltd., London

In real life, the players in a match take turns throwing first – it is called "having the darts" – and thus the advantage is shared equally between them. The player who throws first should also be first to go for the winning double, all else being equal. However, in 180 you will always get the darts first – don't waste them!

CONTROLLING THE THROW

Push up to start "your" hand into motion. You'll notice very quickly that up, down, left and right don't work! Only diagonal movements are responded to, in order to stimulate the difficulty of lining up and successfully hitting the dartboard from nearly eight feet away. Push FIRE to throw. The control system feels a little odd at first, but you'll soon get used to it. Practice will make (nearly) perfect – honest!

Play the tune-up game a few times!

SCREENING AND THROWING

Whilst you are taking your turn at the board, the screen shows the hand holding your dart, the board itself and the automatic blackboard. Make your three shots and the score is automatically chalked up for you. At the bottom of the board it shows your opponent's score, ie. how many more he needs to win. This is updated each turn.

Once you've played, the screen will switch to an animated sequence as your opponent tries to defeat you!

Just as in the real world, there is nothing you can do here except watch and weep as all your well laid plans are shot to pieces .....

THE MAGNIFICENT EIGHT

So that you will know what, or who, to expect here is the list of experts you might be called upon to play against in 180. Depending on what stage of the competition you meet them their rating could be anything from fantastic upwards, although some are always better than others and all play differently. But we're not going to tell you any more than that – there have to be some surprises in life after all:-

Quarter and semi finals
Mega Mick, Belly Bill, Delboy Des, Devious Dave, Sure Shot Sidney, Limp Wrist Larry, Tactical Tel.

Final: Jammy Jim, World Champion and ace dart player. To beat him you have to be more than just amazing.

LOADING INSTRUCTIONS

Joystick only

Press PLAY on cassette recorder. Hold down START button while switching on the computer. Press RETURN, program will now load.

FINISHING COMBINATIONS

No. WANTED	DART 1	2	3
170	T20	T20	BULL
167	T20	T19	BULL
164	T20	T18	BULL
161	T20	T17	BULL
160	T20	T20	D20
158	T20	T20	D19
157	T10	T20	D20
156	T20	T20	D18
155	T20	T19	D19
154	T18	T20	D20
153	T20	T19	D18
152	T20	T20	D16
151	T17	T20	D17
150	T20	T18	D18
149	T20	T19	D16
148	T20	T16	D20
147	T20	T17	D18
146	T18	T20	D16
145	T15	T20	D20
144	T20	T20	D12
143	T17	T20	D16
142	T20	T14	D20
141	T19	T20	D12
140	T20	T20	D10
139	T20	T13	D20

No. WANTED	DART 1	2	3
138	T18	T20	D12
137	T19	T16	S16
136	T20	T20	D8
135	T20	T15	D15
134	T20	T14	D16
133	T20	T19	D8
132	T20	T16	D12
131	T13	T20	D16
130	T20	T18	D8
129	T11	T20	D18
128	T20	T20	D4
127	T20	T17	D8
126	T19	T11	D18
125	T19	T20	D4
124	T20	T16	D8
123	T13	T20	D12
122	T18	D18	D16
121	T19	T16	D8
120	T20	S20	D20
119	T19	T10	D16
118	T20	S18	D20
117	T19	S20	D20
116	T20	S20	D18
115	T20	S15	D20
114	T20	S14	D20

No. WANTED	DART 1	2	3
113	T20	S13	D20
112	T20	D12	D20
111	T17	S20	D20
110	T20	S18	D16
109	T20	S15	D16
108	T20	S16	D16
107	T19	S10	D20
106	T20	S14	D16
105	T20	S13	D16
104	T18	S18	D16
103	T17	S20	D16
102	T20	S10	D16
101	T17	S10	D20
100	T20	D20	–
99	T19	S10	D16
98	T20	D19	–
97	T19	D20	–
96	T20	D18	–
95	T19	D19	–
94	T18	D20	–
93	T19	D18	–
92	T20	D16	–
91	T17	D20	–
90	T18	D18	–
89	T19	D16	–

No.	DART 1	2
88	T16	D20
87	T17	D18
86	T18	D16
85	T15	D20
84	T20	D12
83	T17	D16
82	BULL	D16
81	T19	D12
80	T20	D10
79	T13	D20
78	T18	D12
77	T15	D16
76	T20	D8
75	T13	D18
74	T14	D16
73	T19	D8
72	T16	D12
71	T13	D16
70	T10	D20
69	T11	D18
68	T20	D4
67	T17	D8
66	T10	D18
65	T19	D4
64	T16	D8

No.	DART 1	2
63	T13	D12
62	T14	D10
61	T15	D8
60	S20	D20
59	S19	D20
58	S18	D20
57	S17	D20
56	S16	D20
55	S15	D20
54	S14	D20
53	S13	D20
52	S20	D16
51	S19	D16
50	S18	D16
49	S17	D16
48	S16	D16
47	S15	D16
46	S14	D16
45	S13	D16
44	S12	D16
43	S11	D16
42	S10	D16
41	S9	D16
40	D20	–
39	S7	D16

No.	DART 1	2
38	D14	15
37	S5	D16
36	D18	–
35	S3	D16
34	D17	–
33	S1	D16
32	D16	–
31	S15	D8
30	D15	–
29	S13	D8
28	D14	–
27	S11	D8
26	D13	–
25	S9	D8
24	D14	–
23	S7	D8
22	D11	–
21	S5	D8
20	D10	–
19	S3	D8
18	D9	–
17	S1	D8
16	D8	–
15	S7	D4
14	D7	–

No.	DART 1	2
13	S5	D4
12	D6	–
11	S3	D4
10	D5	–
9	S1	D4
8	D4	–
7	S3	D2
6	D3	–
5	S1	D2
4	D2	–
3	S1	D1
2	D1	–
1	BUST!	

T = Treble
D = Double
S = Single